

Finding structures in tournaments

Yuval Wigderson

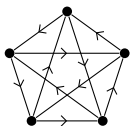
ETH Zürich

2ª Escola Brasileira de Combinatória

March 13, 2025

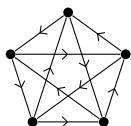
Hamiltonian paths in tournaments

A **tournament** is a complete directed graph (every pair of vertices is connected by a directed edge).



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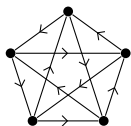
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Question: What structures exist in **every** N -vertex tournament?

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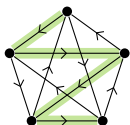
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Every tournament contains a Hamiltonian directed path.

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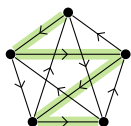
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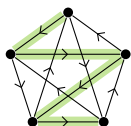
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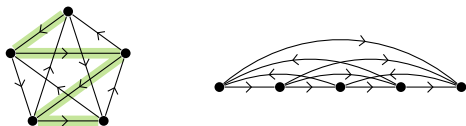
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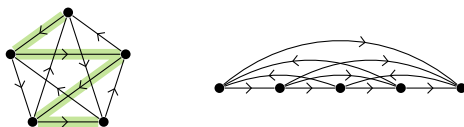
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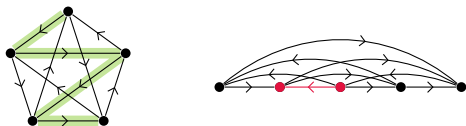
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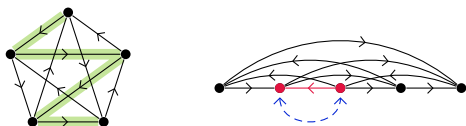
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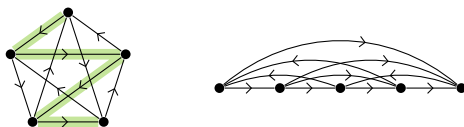
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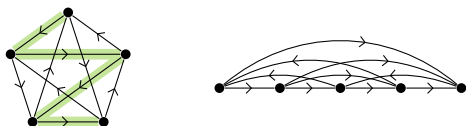
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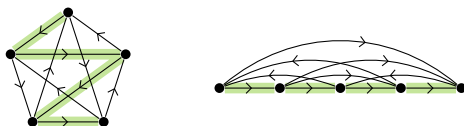
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Does every tournament contain a Hamiltonian directed **cycle**?

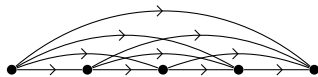
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Does every tournament contain a Hamiltonian directed **cycle**? **No.**



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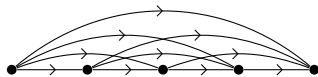
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The only structures we can hope to find in **every** tournament are **acyclic**.

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directed path	N

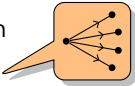
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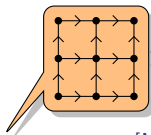
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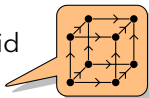
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any* oriented cycle	[Thomason '86]	N
up-right oriented grid	[Morawski-W. '24+]	$N/10^{12}$



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up-right oriented grid	[Morawski-W. '24+]	$N/10^{12}$
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transitive subtournament	[Stearns '59]	$\log N$

Transitive subtournaments

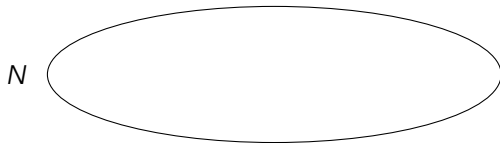
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Every N -vertex tournament contains a transitive subtournament on $\log N$ vertices.

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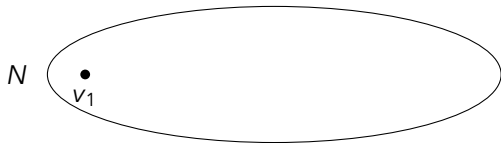
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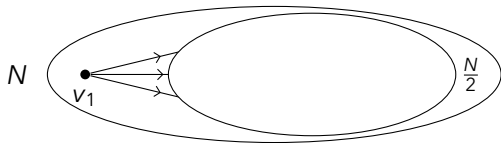
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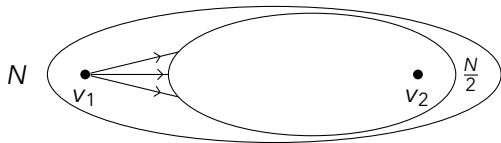
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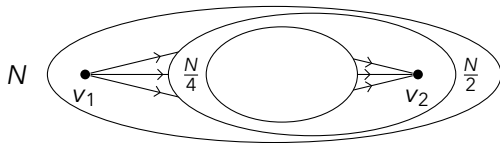
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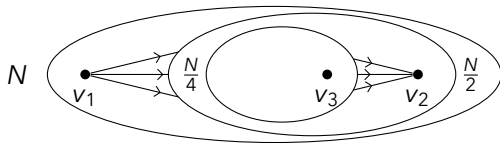
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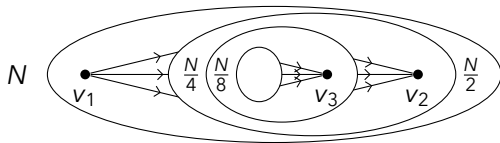
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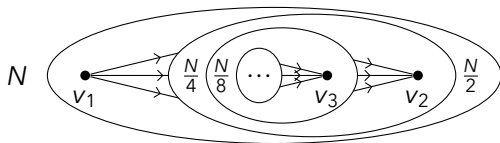
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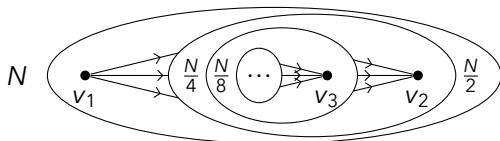
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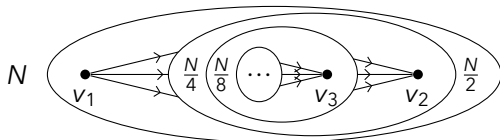
Theorem (Erdős-Moser 1964)

There exists an N -vertex tournament with **no** transitive subtournament on $2 \log N$ vertices.

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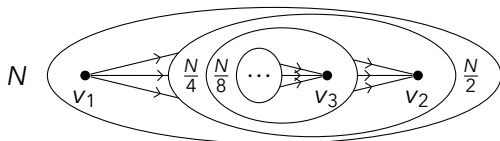
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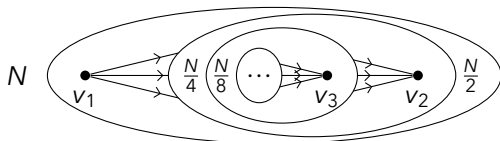
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For $k = 2 \log N$, this quantity is < 1 .

□

Ramsey numbers of digraphs

Question: What structures exist in **every** N -vertex tournament?

Every N -vertex tournament has...	on ... vertices
directed path	N
any oriented path	N
out-directed star	$\lceil \frac{N+1}{2} \rceil$
any oriented tree	$\lceil \frac{N+1}{2} \rceil$
any* oriented cycle	N
up-right oriented grid	$N/10^{12}$
oriented hypercube	$N^{0.244}$
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Definition: The **Ramsey number** $\vec{r}(H)$ of a digraph H is the least N such that every N -vertex tournament contains a copy of H .

Ramsey numbers of digraphs

Question: What structures exist in every N -vertex tournament?

If H has n vertices, Every N -vertex tournament has...	on ... vertices	$\vec{r}(H) \leq \dots$
directed path	N	n
any oriented path	N	n
out-directed star	$\lceil \frac{N+1}{2} \rceil$	$2n - 2$
any oriented tree	$\lceil \frac{N+1}{2} \rceil$	$2n - 2$
any* oriented cycle	N	n
up-right oriented grid	$N/10^{12}$	$10^{12}n$
oriented hypercube	$N^{0.244}$	$n^{4.09}$
transitive subtournament	$\log N$	2^n

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Directed and undirected Ramsey numbers

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So the Ramsey number is exponential if H is **dense**.

For the rest of the talk, we'll focus on **sparse** (di)graphs.

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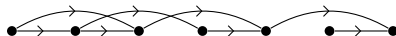
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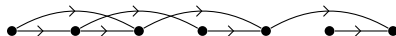
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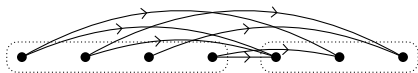
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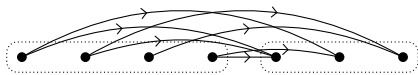
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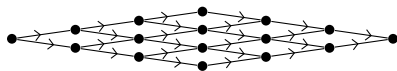
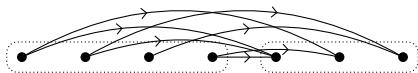
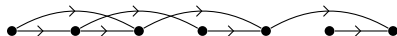
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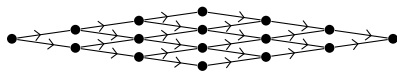
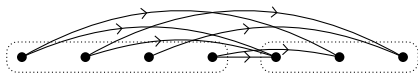
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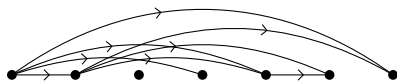
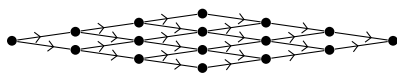
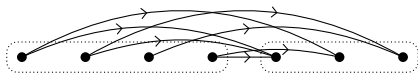
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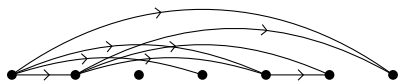
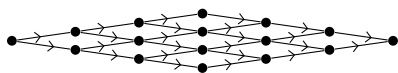
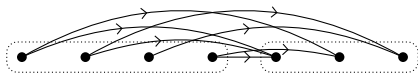
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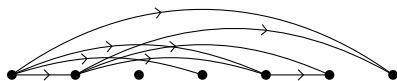
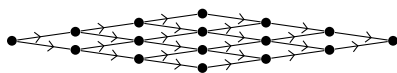
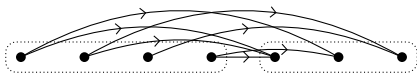
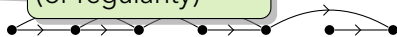
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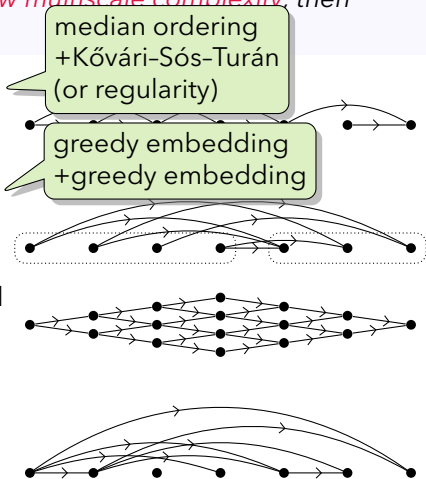
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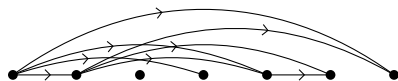
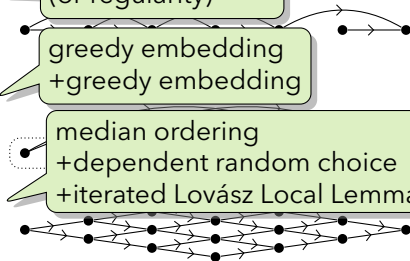
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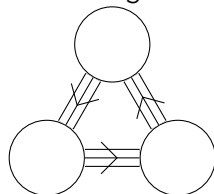
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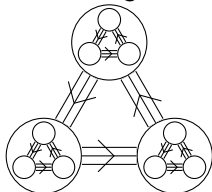
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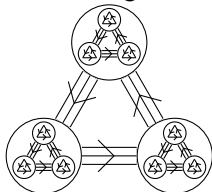
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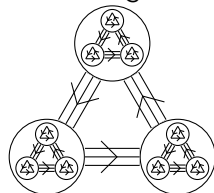
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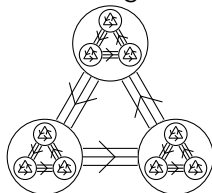
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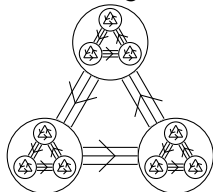
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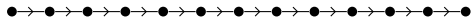
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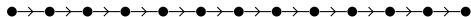
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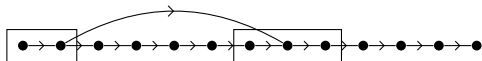
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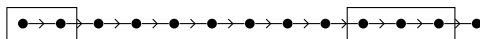
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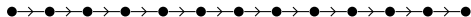
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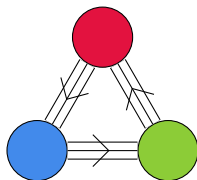
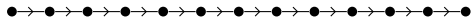
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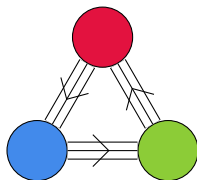
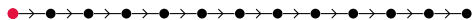
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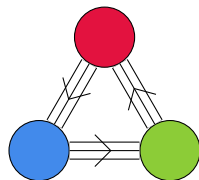
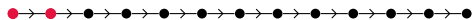
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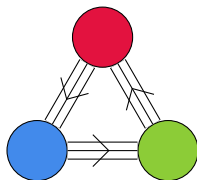
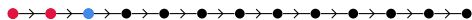
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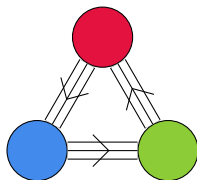
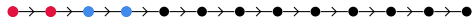
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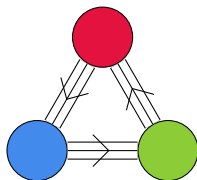
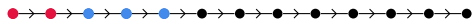
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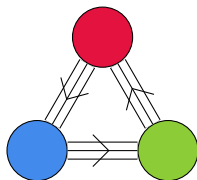
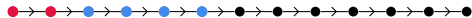
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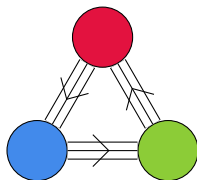
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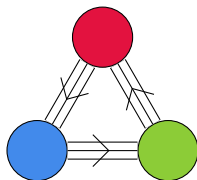
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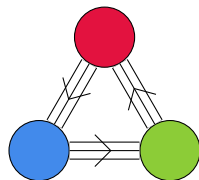
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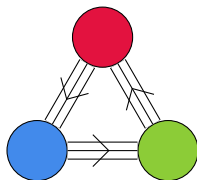
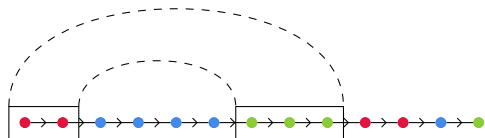
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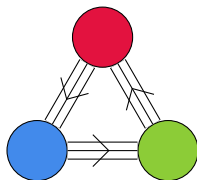
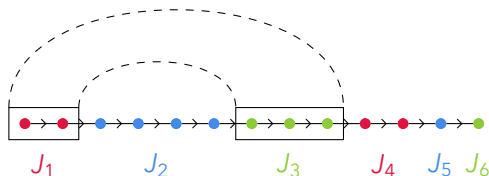
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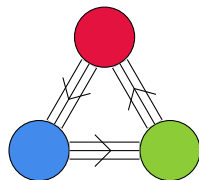
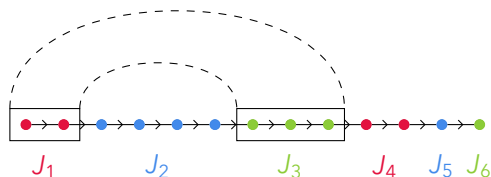
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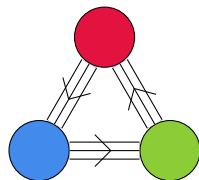
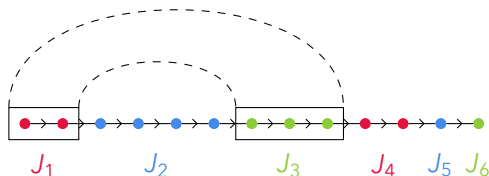
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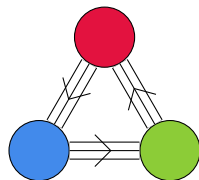
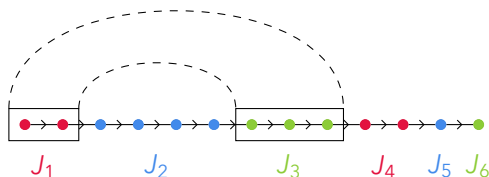
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Greedy algorithm yields an interval mesh with max degree ≤ 1000 .

Two variants

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If H is a graph with m edges, then $r(H) \leq 2^{O(\sqrt{m})}$.

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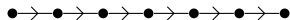
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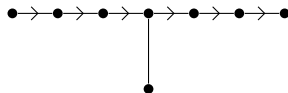
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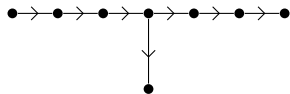
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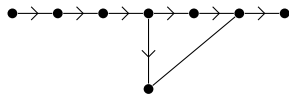
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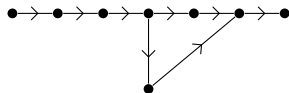
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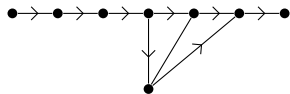
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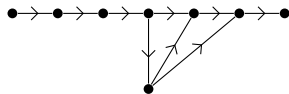
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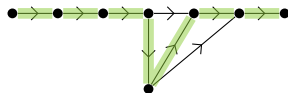
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Theorem (Chiu-W. 2025+)

We can adaptively *find* \vec{P}_n by querying $O(n \log n)$ edges; this is *tight*.

Think of this as a game: I draw an edge, and you orient it. I want to build \vec{P}_n as fast as possible, and you want to delay. In the analogous undirected problem, the truth is $\Theta(n)$.

Both the upper and lower bound proofs mimic those for *sorting algorithms*!



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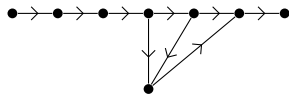
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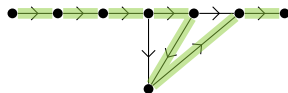
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- Take your favorite result in Ramsey theory, and prove (or disprove!) a directed version of it.

Thank you!